

## 2011 NWFYFL Coach/Referee "Cheat Sheet" (Revision Date: 7/29/2011 Version 808-1)

For all games and levels:

- ◆ Rosters are to be in numerical order -- exchanged before each game at the weigh-in
- ◆ Weigh-ins are to be **completed** at least thirty (30) minutes prior to game time
- ◆ The chain crew will be positioned on the **home team sidelines.**
- ◆ **A mandatory coach and referee conference must be held prior to the next free kick when the excess score rules will be in effect.**

### Blue Division – Big 10 & Pac 10

#### Green Division – Big 10 & Pac 10

- ◆ Game ball: **Branded Wilson K2 or Baden PW or Pee Wee**
- ◆ Starting backfield: 4 players must be circled on roster
- ◆ 2 game officials – game can be played with 1 official
- ◆ 1 coach for each team allowed on field at all times – 10 yards behind LOS at snap – no communication after QB is under center – 10 yard un-sportsmanlike penalty on on-field coach for violation
- ◆ Quarter length: (Blue Division - 8 minute IHSA Stop Clock) – (Green Division – 9 minute IHSA Stop Clock)
- ◆ 18 point lead any time in fourth quarter or any time prior if requested by trailing team, clock changes to NWFYFL Running Clock: See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock
- ◆ 35 seconds allowed to snap ball after the referee marks the ball and signals it ready for play
- ◆ 18 point lead: leading teams starting backfield and any players with 6 plays in backfield must be removed from backfield – no contact with ball except as center – leading team kicks off from their own 20 yard line but trailing team has option of taking ball at their own 40 yard line - trailing team has option to kick or receive to begin 2<sup>nd</sup> half – trailing team may kick off at receiving teams 30 yard line. No Blitzing on defense by either team - only 5 man rush - unsportsmanlike penalty on on-field coach for violations. Team in the lead by 18 points may not advance a turnover, dead at spot. Removed players may return when score falls below 18 points. Leading team is restricted to running plays and no onside kickoffs – unsportsmanlike penalty on on-field coach for violation
- ◆ Punts: team must inform opponent before punt – no rushing or hazing the punter – no contact until the ball is punted – receiving team must have 8 players on the line of scrimmage, 3 players in secondary – after kick live action resumes – On offense only 2 players may be more than 5 yds. outside center. **Punter must kick 5 yds. deep and no more than 5 yds. outside center. After 18 points trailing team cannot lose possession of the ball on a punt, see special punt rules in bylaws.**
- ◆ Kicking: Extra points/Field goals: free kicks, no rush – ball must be kicked from between the hash marks – at least 5 yards behind the Line of Scrimmage: no defensive action except standing, and jumping with arms in the air
- ◆ Extra points: 2 points for kick – 1 point for run or pass
- ◆ 80 yard field – coaches box is from mid-field to the 25 yard - No 15 yard penalties
- ◆ Kick-offs are from the 40 yard line and received at the 30 yard line – free kicks after a safety are from the kickers 30 yard line
- ◆ Tie breaker: Modified Kansas City Tie Breaker – extra points must be attempted – **game must have a winner**

### Orange Division Big and Pac 10 Levels and Red Pac 10

- ◆ Game ball: **Branded Wilson TDJ or Baden JR or Junior**
- ◆ Starting backfield: 4 players must be circled on roster
- ◆ 3 game officials – game can be played with 1 official
- ◆ Quarter length: 9 minute IHSA Stop Clock
- ◆ 18 point lead any time in fourth quarter or any time prior if requested by trailing team, clock changes to NWFYFL Running Clock: See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock
- ◆ 18 point lead: leading teams starting backfield and any players with 6 plays in backfield must be removed– no contact with ball except as center – leading team kicks off from their own 30 yard line but trailing team has option of taking ball at their own 40 yard line - trailing team has option to kick or receive to begin 2<sup>nd</sup> half – trailing team may kick off from 50 yard line. Leading team is restricted to running plays and no onside kicks – No Blitzing on defense by either team - only 5 man rush - unsportsmanlike penalty on head coach for violations. Team in the lead by 18 points may not advance a turnover, dead at spot. Removed players may return when score falls below 18 points
- ◆ Extra points: 2 points for kick – 1 point for run or pass - punter can take snap 7 yards behind the LOS
- ◆ Tie breaker: Modified Kansas City Tie Breaker - extra points must be attempted – **game must have a winner**

### Red Division – Big 10

- ◆ Game ball: **Branded Wilson TDJ or Baden JR or Junior**
- ◆ 3 game officials – game can be played with 1 official
- ◆ Quarter length: 10 minute IHSA Stop Clock
- ◆ 28 point lead: any time in fourth quarter or any time prior if requested by trailing team clock becomes a NWFYFL Running Clock - See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock.
- ◆ 28 point lead: Leading team is restricted to running plays and no onside kicks – **No Blitzing on defense by either team - only 5 man rush - unsportsmanlike penalty on head coach for violations.** Team in the lead by 28 points may not advance a turnover, dead at spot.
- ◆ Extra points: 2 points for kick – 1 point for run or pass - punter can take snap 7 yards behind the LOS
- ◆ Tie breaker: Modified Kansas City Tie Breaker - extra points must be attempted – **game must have a winner**

### JV Division – Big 10

- ♦ Game ball: Branded Wilson TDY or Baden Y or Youth
- ♦ 3 game officials – game can be played with 1 official
- ♦ Quarter length: 10 minute IHSA Stop Clock
- ♦ 28 point lead any time in fourth quarter or any time prior if requested by losing team, clock changes to NWFYFL Running Clock: See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock
- ♦ 28 point lead: leading team is restricted to running plays and no onside kicks – **No Blitzing on defense by either team - only 5 man rush - unsportsmanlike penalty on head coach for violations.** Team in the lead by 28 points may not advance a turnover, dead at spot.
- ♦ Extra points: 2 points for kick – 1 point for run or pass - punter can take snap 7 yards behind the LOS
- ♦ Tie breaker: Modified Kansas City Tie Breaker - extra points must be attempted – **game must have a winner**

### JV Division - Pac 10

- ♦ Game ball: Branded Wilson TDY or Baden Y or Youth
- ♦ Starting backfield: 4 players must be circled on roster
- ♦ 3 game officials – game can be played with 1 official
- ♦ Quarter length: 9 minute IHSA Stop Clock
- ♦ 18 point lead any time in fourth quarter or any time prior if requested by losing team, clock changes to NWFYFL Running Clock: See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock
- ♦ 18 point lead: leading teams starting backfield and any players with 6 plays in backfield must be removed – no contact with ball except as center – leading team kicks off from their own 30 yard line but trailing team has option of taking ball at their own 40 yard line – trailing team has option to kick or receive to begin 2<sup>nd</sup> half – trailing team may kick off from 50 yard line. No Blitzing on defense by either team - only 5 man rush - un-sportsmanlike penalty for violations. Team in the lead by 18 points may not advance a turnover. Removed players may return when score falls below 18 points
- ♦ 18 point lead: leading team is restricted to running plays and no onside kicks – un-sportsmanlike penalty for violations
- ♦ Extra points: 2 points for kick – 1 point for run or pass - punter can take snap 7 yards behind the LOS
- ♦ Tie breaker: Modified Kansas City Tie Breaker - extra points must be attempted – game must have a winner

### Varsity Division - Big 10

- ♦ Game ball: Branded Wilson TDY or Baden Y or Youth
- ♦ No more than 5 Stripers on the field at any one time (see Striper rules)
- ♦ 3 game officials – game can be played with 1 official
- ♦ Quarter length: 10 minute IHSA Stop Clock
- ♦ 28 point lead any time in fourth quarter or any time prior if requested by losing team, clock changes to NWFYFL Running Clock: See Running Clock Rule. Referee should signal when to start the clock. Once clock changes to a running clock it does not revert back to a Stop Clock
- ♦ 28 point lead: leading team is restricted to running plays and no onside kicks – **No Blitzing on defense by either team - only 5 man rush - unsportsmanlike penalty on head coach for violations.** Team in the lead by 28 points may not advance a turnover, dead at spot.
- ♦ Extra points: 2 points for kick – 1 point for run or pass - punter can take snap 7 yards back
- ♦ Tie breaker: Modified Kansas City Tie Breaker - extra points must be attempted – game must have a winner

### Striper Rules

- ♦ Must have a stripe or (double stripe –1” apart) horizontally around their entire helmet – stripe should be Bright Green or Yellow.
- ♦ A team may have no more than 5 stripers on the field at any one time, including no more than one Double Striper.
- ♦ All stripers must be in the down position – 3 or 4 point stance – except as punter or kicker – applies on offense and defense
- ♦ S-Stripers may punt or kickoff – if S-Striper drops the ball the play is ruled dead - May not advance the ball offensively or defensively
- ♦ All stripers may try a PAT or field goal – if he fumbles the ball the play is ruled dead
- ♦ On offense all stripers must play interior line positions from tackle to tackle and must be covered by an end
- ♦ On defense Single Stripers are restricted to line positions – must line up with inside shoulder no further than 1 yard outside offensive tackle outside shoulder – need not be covered on defense – must take a forward charge on snap of ball – cannot stunt to outside of end
- ♦ Direct snaps to non-strippers while a S-Striper is in backfield on fake punt of kick is legal – S-Stripers may not act as blockers on fakes
- ♦ On kickoffs S-Stripers may not be further back than 15 yards from line of scrimmage on receiving team. **S-Striper may kickoff – if not enough non-strippers kickoff team may use S-Stripers to field 11 players.**
- ♦ Striper violations will be assessed a 15 yard penalty for un-sportsmanlike penalty after first warning (10 yards in the Green and Blue Division)
- ♦ Younger Heavier Double Stripers (Y/H-DS) are not allowed to play on defense.
- ♦ Stripers are marked on the team roster with a “Y/H-SS” for Single Stripers and “Y/H-DS” for Double Stripers

### Referee Procedure in Parent/Spectator Sideline Problem

If a referee perceives a problem with a parent or spectator’s conduct on the sideline during the game:

- ♦ The referee should **not** address the parent or spectator directly
- ♦ The referee will stop the clock and notify the head coach of the team linked to the spectator or parent creating the problem
- ♦ The head coach will address the parent/spectator directly to solve the problem. The head coach should inform the parent/spectator that the team may receive a penalty if the conduct continues.
- ♦ If the head coach is unable to correct the situation or get the situation under control – he will report that to the referee and the NWFYFL Field Commissioner for that game. The referee and/or Field Commissioner will handle the situation from there according to the NWFYFL bylaws.